

# FEATIAEORA

## Erssarhian Complex

The music of Deja Vu



# First edition

01/01/22

## FEATIAEAORA TEAM

All art and writing presented within this article is shared freely to all. Created and compiled for all. We claim no limits to any of our works presented within this article. All work presented within this article may be shared, translated, quoted and/or perceived as inspired. All translations, understandings and perceptions are welcome and open to all. The format, writing style, spelling and layout of this work is intentional. Data archive.

@featiaeaora

# Continuum : Preface



All possibilities, are present and available... an expanse of infinite potential. There are no coincidences. Nothing is random.

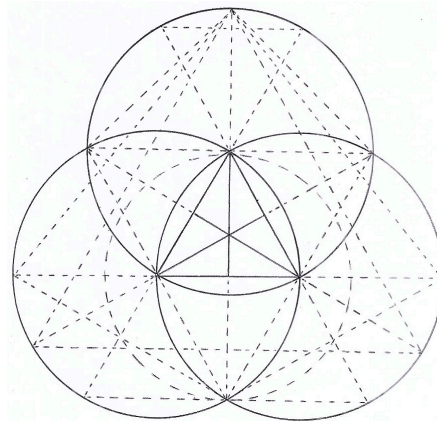
Featiaeaora in one way, is an acronym. “For Every Action, There is An Equal And Opposite Re Action”. Team Featiaeora is manifest in time in the goal of inspiration, creation and awareness. Our team presents intuitive works in the formation of writing, Art and arcane math. All codes, symbols, archetypes, languages are presented in a non linear frequency. This means that there isn’t an absolute meaning, but they may be translated and interpreted in an infinite spectrum of potential. Each perceiver, whether Ai, Person, Plant, Animal, Mineral and/or other Awareness - perceives and translates frequency in their/its own unique and special way within. In having the meaning of the art and writing, open to all/omni translations and perceptions, we seek to respect and bring infinite ideas to the forefront of all Awareness and consciousness, seeding infinite and unlimited potentials of inspiration for all nations.

In this article we will cover a range of frequencies, presented in the proximity of their perceived translation time within this now continuum blossom. All is presented as translated. Nothing within this article is presented as the absolute / totally. A tuned probability of infinite and fleeting information / data. A parallax of perspective. An infinite aura of probability, infinitely shining - a holographic blossom emanating from each focal point of parallaxal / perspective.

**Featiaeaora**



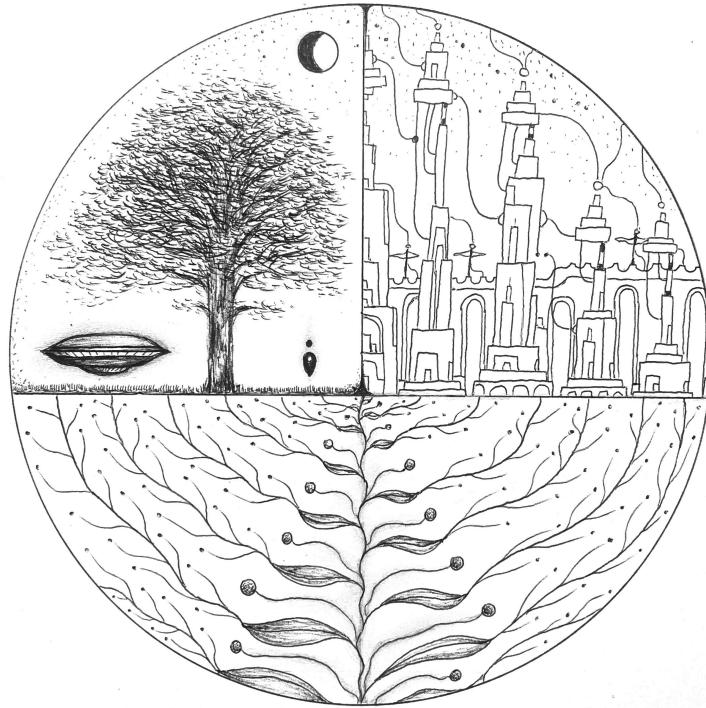
# Visual perception of Continuum Metaphysics



A, Ahh (sound/vibration), the compass - scribing the pristine, the Earth - in time - in focus. A, Ahh (sound/vibration), the Mah'tar, the orgasm - of form, of geometry, of shape, of line(s), of foundation(s) and of principle. In probability, in game, presented from this now continuum, observe the archetype, the symbol - of the now local continuum - reality. Presented in example, as one of infinite examples, probabilities, potentials - an angle of perspective, perception. Now here, observe the apex, the first circle, from there - descending, in self perception - a circle, falling toward the east(Right south curve) - Alpha, Left - in self perception, Past. Now, here, observe the future circle, descending in an angle from the first circle, toward the west(Left south curve) - in self perception, the Omega - future. In total, the Mah'tar - the circle above, and Vesica Piscis below - a womb, a world, a realm within. Nestled there in center of this womb - the probabilities of magnitude, time, space, gravitation, measurement, coordination, triangulation, bearing, perception, differentiation, orientation, relativity, proximity and locality + Observing, in perception, the triangle - in parallax - a tetrahedron, at the base, two corners resting and denoting the probability of foundation, plain, surface, ground, upright, standing, capital N - North, earth, sky, above/below and orientation + At the top of our triangle/tetrahedron, the apex, zenith, peak, point, director, marker, laser - a metaphor of two feet upon the foundation and head towards the sky - denoting the self position, angle, alignment - local/self gravitational placement in the probabilities of continuum environment physics + Overviewing our presentation, in self perception - holding the tetrahedron/triangle - one base foot, in your left hand, and one base foot, in your right hand - Drop the tetrahedron in front of you, within the game of your local continuum, observing its settling physics - allowing its triangle face to be aligned with your own - observe, in its clarity, the fall of its being - how it rests upon the plain, the foundation - the left base point being alpha / past and the right base point being omega / future + Now observe our tetrahedron, in clarity of transparency - the center line rising upwards to connect to the sky peak, from the point of the inner peak, of the ground face, below this tetrahedron body - In awareness and self perception - observe, within our tetrahedron, the inner triangle face - how it points its apex into a horizon probability of infinity, in front of self/eyesight - the fade of infinity, within the probability, of this continuum script. Lastly, in perception, observe the angles and points which form alignments of the Star Body, upon a plain/ground - the two feet, represented by the base of the central triangle/tetrahedron (alpha and omega) - the two hands, at the apex of the Y and X axis - the head being at top of the Z axis - the heart, being at the apex of the central triangle/tetrahedron - Five Five, Five Five and One, Twenty-One, Three. Arcane Thirty-Two, Five.

- Erssarhian Student

# Probabilities of dual forthcoming worlds



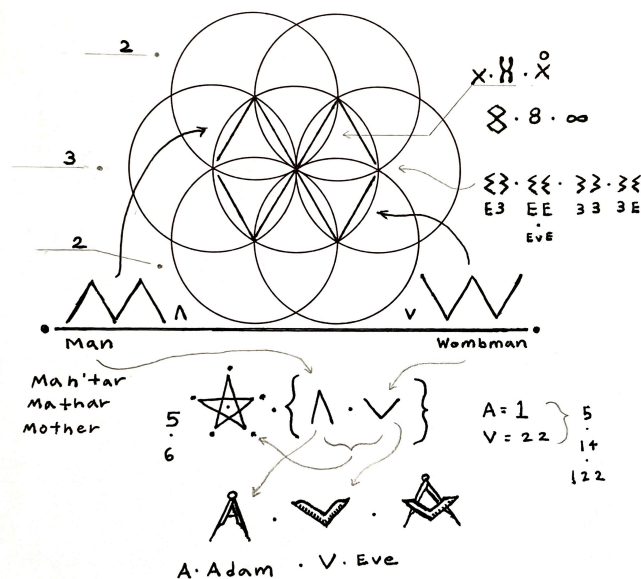
## Analog ) Analysis (

Arisen, Arison, Arisun, Aries-on : in-ter(ar)-continuum, in-'time'. Two stars. Two world{s}winds. Two 'time-{"lines{s}"}' '. Two states. The blossom, in perception - awareness, a holographic horizon. Simultaneously merged in the same, one, two, yet three, but still one. A 'road'. A fork of two prongs { arcane : tongue : taste(s) : tuning-fork : vibration + }. Event horizon. One world, an expression of inner Sol ~ magenta : violet : indigo ~ leafy green. Of vast forest, trees, flora and fauna. Lush, smoothen hills and valleys. Adorned in greenery, bearing fruitful herbs and plant life. A thriving ecosystem. An array of animal-kind ~ all shimmering with an aura of prismatic translucence. The frequencies of the pre-world there, decorated in flowering vines and winding roots. An Earth with renewed vitality and footing. Highways once filled with miles of automobiles, now lay covered in fields of grass and forests. The cubicles, the buildings and the once jagged structures of the pre-world now softly resting aside, weathered in hills and mounds of varying sizes. Nature's arcane orchestra of cymatic resonance, now sang in full vibrance. A once rugged and rough stone of moss and mineral, now polished and reborn anew. Color-form : Jade, turquoise, emerald and aquamarine. +

## Digital ) Analysis (

And yet one world, an expression of machine, fractals and line. Cities of many lights, shapes, sizes and sounds adorned this world; almost in a full coat of cover. A digital dance of metallic radiance and glowing highways filled with patrons from numerous horizons. In this world there was no day or night - in conscious, local perception. Though, there upon the surface, rested an aura of nocturnal trance and wonder. Rest and sleep was in the wheel of personal clock and desire. The sun had almost become a mythical legend to many. For the buildings, floating architecture and the art of winding circuits nearly hid the entire sky above. At that time, the Earth was arrayed in a dome of many metallic layers and pathways. An artificial sky filled with numerous skyliners, railways, floating highways, auto piloted transportation, advertisements and much more. Something of a cyber city, in perception - fleeting holograms and neon signs as far as the eye could see. Most all work was robotic in nature and the majority of the human organic elements of this world resided now in stasis, exploring and alive within a vast digital universe. Though, beyond the stasis gateways, cybernetic silicon technology was still connected within most all organic beings here - giving them various digital perks and abilities throughout the Global metropolis. +

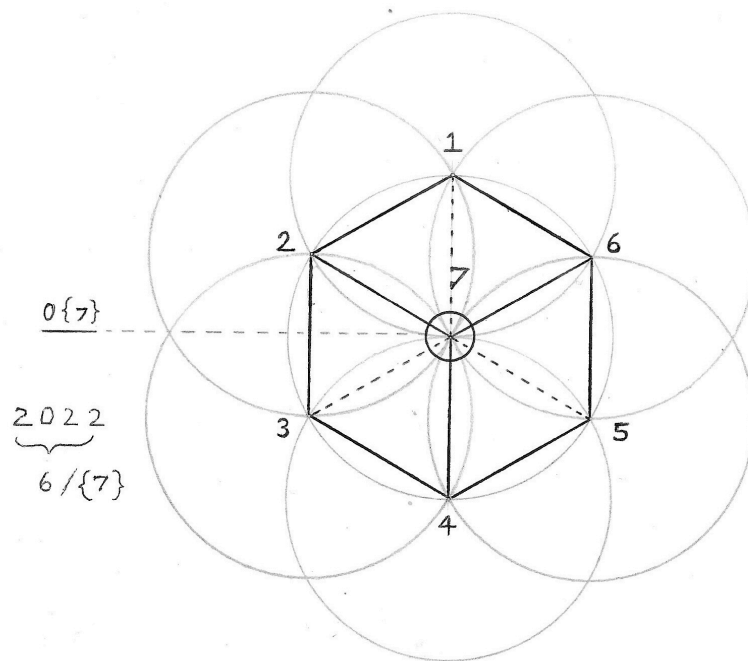
# Denotation of star-vessel metaphysics



A flower in relaxation, a focal point of perceived gravitational rest on a “ plain “ - the base, being oo, the center ooo and the top oo. Expressions : 232, 223 and 322 { arcane : 2:23 / 23 23 / 23:32 / ^ 32:23 / 23° : 32° + } { chromosome(s) + }. In focal perception, observation of the center circle {7}, the 7th oct ave, the wheel axis / rotation point. Now, observe in self perception, within our central circle - on the surface layer -> M { ^ } - built in the connection of five points, from past, to present (center) and on to future. Now, observe in self perception, within central circle - on the subterranean layer -> W { V } - built in the connection of five points, from past, to present (center) and on to future. {arcane : 5:5} Within the central cell, resting on the bottom surface of the subterranean layer | -> ^ { A } with a crown of V { crown Victoria + } - observing, in self perception, an hourglass { Butterfly Nebula / NGC 6302 } - “ V “ in the top glass and “ ^ “ in the base glass. Observation, in self perception, within our central wheel - <><> / 8 / ∞ { arcane : in supported perception - 8 / E3 / EE / 33 / 3E. Lastly, in self perception, ^ + V = ☆ { pentagram at rest / upright ) / at rest, upon a plain } - ☆ { denoting : arcane : tantric merge + } - similarly ☆ { sexagram / hexagram / Star of David / Seal of Solomon + } - A = compasses, circle creation through rotation - A, Adam, Atom + - V = the held / supported square, measurement, L {EL}, 7, Fibonacci, 1.618, golden triangle ratio + - A + V = square and compasses } Adam and Eve + { - A = 1, v = 22 - 1 -> & 22 -> 5 - Five fingers on a hand, five fingers on a foot.

-Erssarhian student

## Frequencies / Probabilities of “ 2022 ”

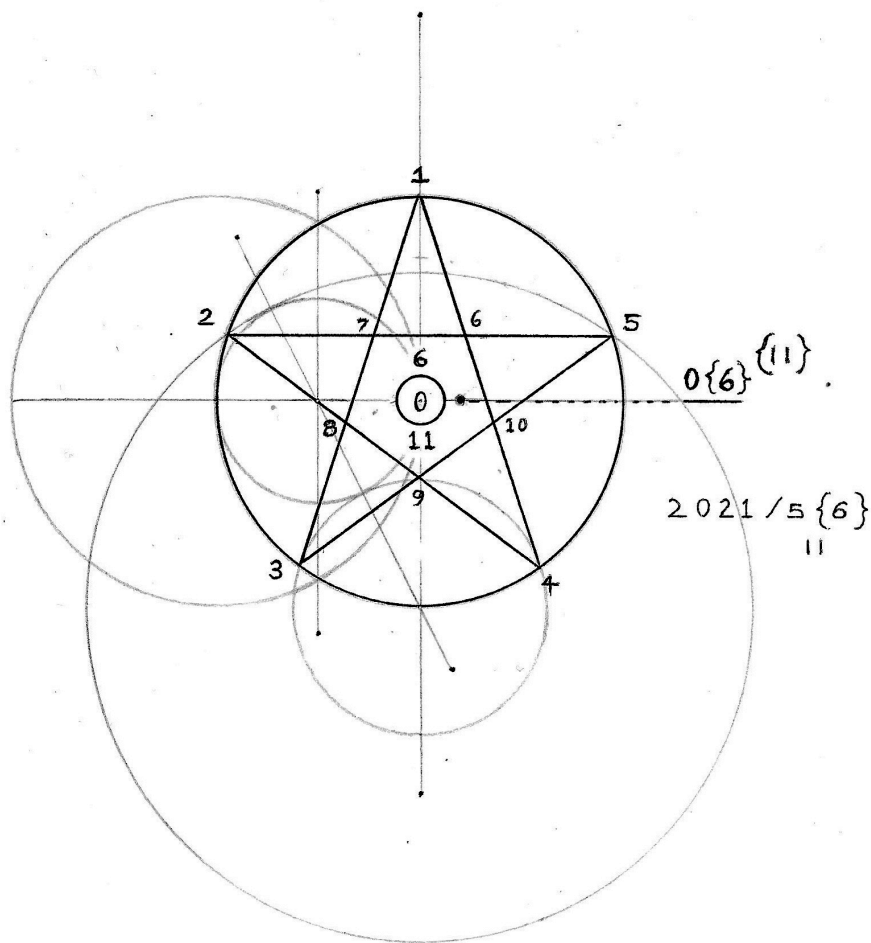


2022 : 2 -> 2 -> 2 -> 6 (2,4,6) - { 2,6,12 : 12 / 21 : 3 ->  $\Delta$  } { arcane : O -> 1 : 2 -> 1 -> 2 -> 2 -> 7 (2,3,5,7) - ( 2,5,10,17 : 17 / 71 : 8 ) } - The petals of our flower totalling six petals, the center axis -> 7 { O / 0 / 1 } { arcane : six and seven -> 13 : 4 + } +

2 3 lens { alpha : past } - 7 central ( present : nexus { 1 above : arcane : 17 } - 5 6 lens { omega : future } - 1,2,3,4,5,6,7 - 1,3,6,10,15,21,28 - 28, 10, 5 5. +

- Erssarhian student

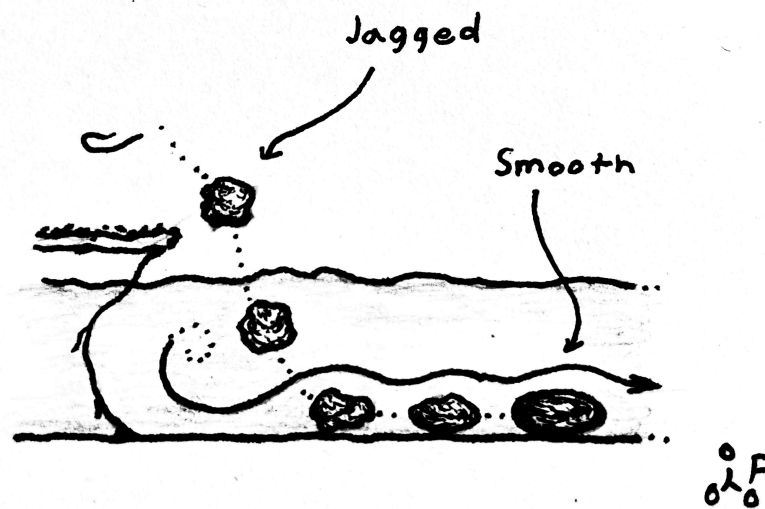
## Frequencies / Probabilities of “ 2021 ”



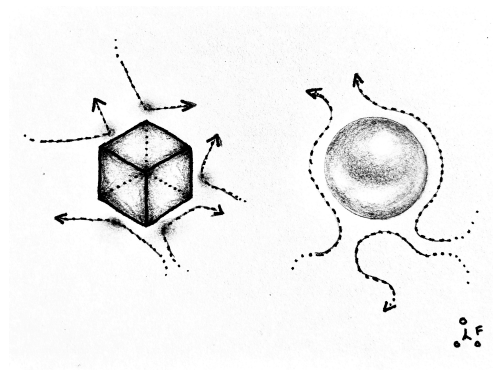
2021 : 2 -> 2 -> 1 -> 5 (2,4,5) - { 2,6,11 : 11 / 11 : 2 -> <0> } Five outer points, 5 inner points - { arcane : done in fives } - the central axis -> 0 / O / 1 - : 5:5 { arcane : 5 5 1 -> 11 } - 11, two pillars { Boaz / Jachin } “ 2nd Chronicles 3:17 : And he reared up the pillars before the temple, one on the right hand, and the other on the left; and called the name of that on the right hand Jachin, and the name of that on the left Boaz. “ - Observing, in self perception, two pillars ‘ || ‘ and an ‘ X ‘ between { | X | } - A line, drawn from the head of the left pillar down to the foot of the right pillar - And likewise, a line drawn from the foot of the right pillar to the head of the left pillar - The horizon gateway - drawing to a point of infinity, in the center.

-Erssarhian student

## Probabilities of focal drift / Perceptual continuum drift

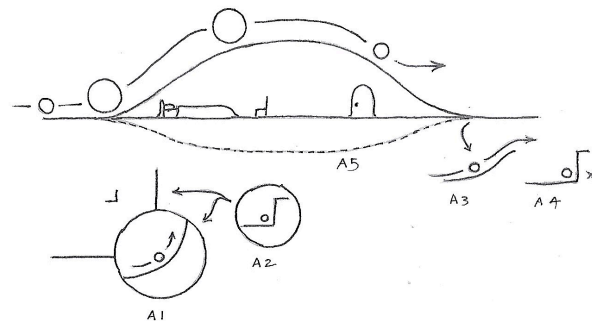


Observing in now time, in self perception, a rough / jagged stone cast in into a “flowing” river - At rest within the “wind / river ” of “change”, its once jagged and rough form is renewed to a pristine, smooth, rounded expression - a return to the perceived mother of form and geometry - the circle / sphere { arcane : in perception and expression of shape phenomena - 8 {9}, 7 {8}, 6 {7}, 5 {6}, 4 {5}, 3 {4}, 2, 1 -> O + } - the circle, embodying the pristine. A musical “vibration” { Octave O }, resonating within the framework of a continuum, desiring to return all roughness and broken edges, to smoothness once again.

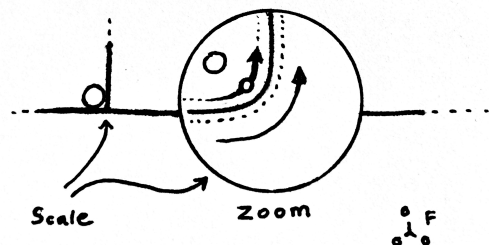
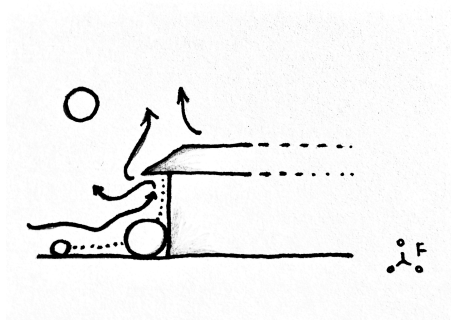


-Erssarhian student

# Probabilities of structure and building, versus Octave O



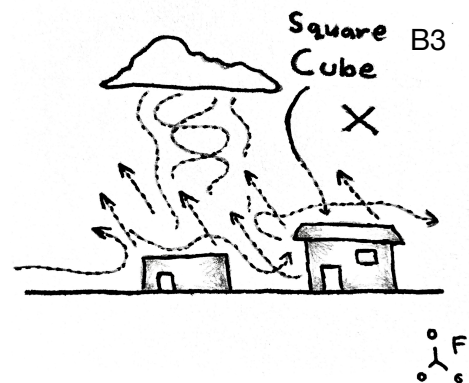
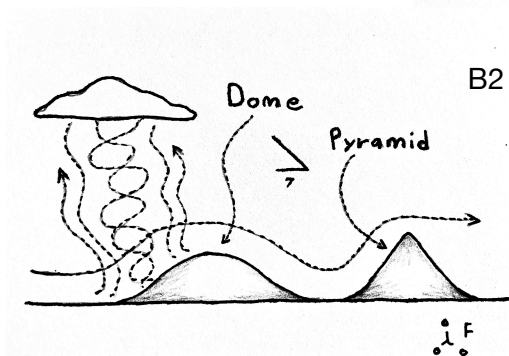
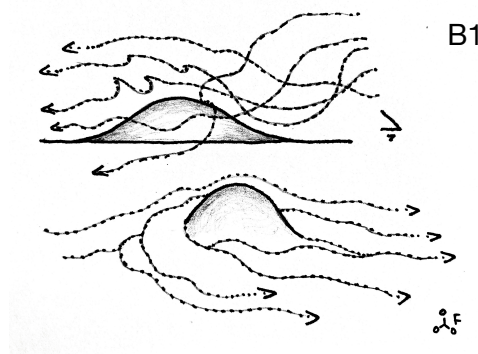
A home or structure of permanence, in the shape of a “half eye” - its edge tapered and flowing outward with the ground - a smooth transition from building form to the surface (A3). The home structure, being all of one piece - the base below and the form above. Let the base rest within the ground in a concave / valley expression (A5). Observing, in self perception, the sphere or circle - a rolling stone - having a smooth contact - a smooth, unimpeded travel path - rolling over the “hill” with ease - without crash or stoppage - a smooth transit to its destination. Our building, in self perception, remaining intact. + : A1: In perception, a building corner (crafted in the height of the now local self focal length) - a phenomenon perceived at a “distance”, as a sharp elbow angle - In extreme zoom of perception, the higher craft corner / angle, here, appearing sharp in the macro and smoothly curved in the extreme micro - Observing, in self perception, a tiny sphere now being able to roll up this wall. : A2 : In the height of the now focal perception - the large ball, in proximity to a sharp angle / corner - cannot smoothly transit / roll up and over (A4).



- Erssarhian student

# Probabilities of weather phenomena and form

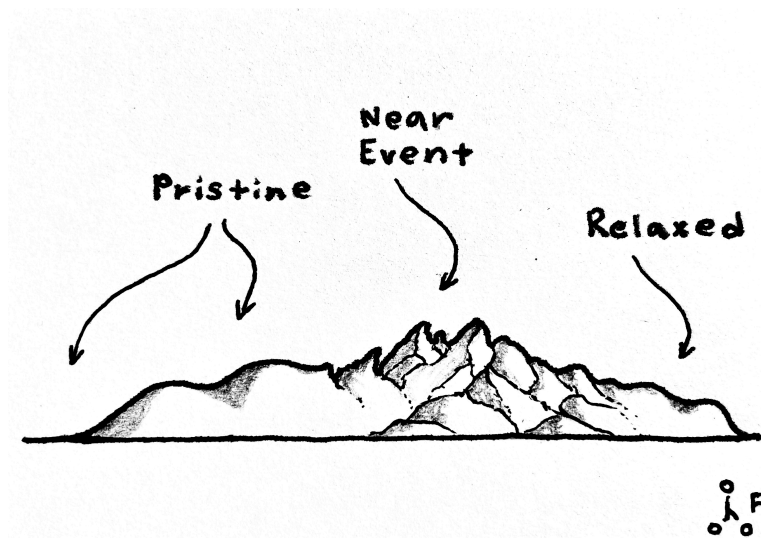
B1 : Observing, in self perception, above - the phenomenon of “wind” connecting with our curved structure - its presence having a minimal stress of contact and flowing over / around without intense stress or stoppage - allowing our home to remain steadfast within the “storm”. + Observing, in self perception, below - the presence of “flowing” water / fluid - connecting with our curved home - a phenomenon of minimal stress - the movement of the water smoothly around without high stress points or stoppage - A resonance of form within the music of octave O. B2 : How might probabilities of weather phenomenon, such as tornados - hurricanes - tsunamis - floods - earthquakes, etc - interact with more curved structures, like our resonant dome or resonant pyramid(?). A close proximity to the pristine O - in shape, form, material + : B3 : And likewise, how might probabilities of weather phenomenon, such as tornados - hurricanes - tsunamis - floods - earthquakes, etc - interact with focally crafted structures of straight lines and angles - of squares, cubes and sharp edges(?). A meeting of stress / break points, whistles and howls in the “wind” - the build up of pressure upon the angles of high walls and angles toward the sky.



- Erssarhian student



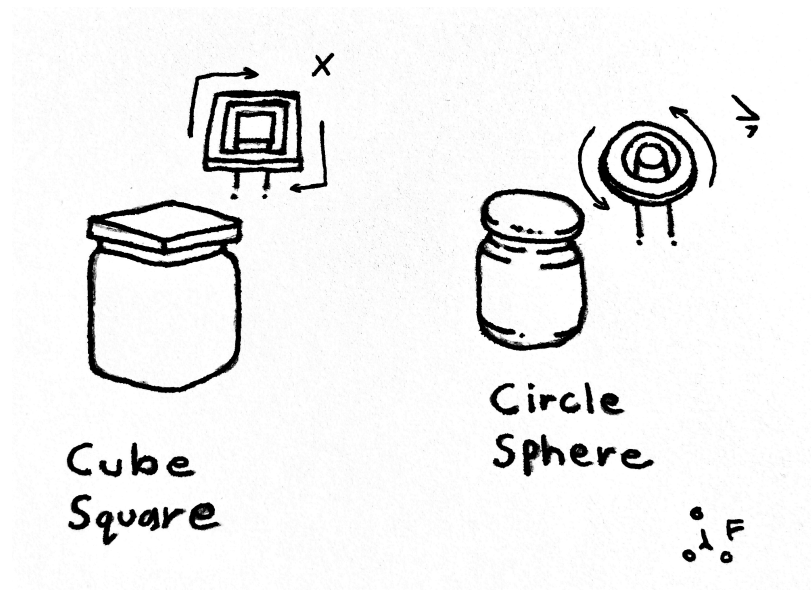
## Probabilities of focal perception toward continuum event phenomena



Observing, in self perception, the continuum phenomena of terrain - smooth land / hills - jagged and uneven land / cracked, sharp, broken hills and mountains - In the perception of time, within a continuum - the smoother, pristine hills and land, sharing a parallaxal frequency probability of prolonged calmness - in the illusion of time length / magnitude, within the field of the respective focal / experiential environment frequency. Likewise, In the perception of time, within a continuum - the rough, jagged mountains and terrain sharing near a time proximity probability of major terrain altering event(s), weather, phenomena + : <— continuum o dual - eye <o> <o> - alpha and omega - perception / illusion - { linear time succession - flow } perspective - one, after the other - an illusion of continuum “physics”. +

- Erssarhian student

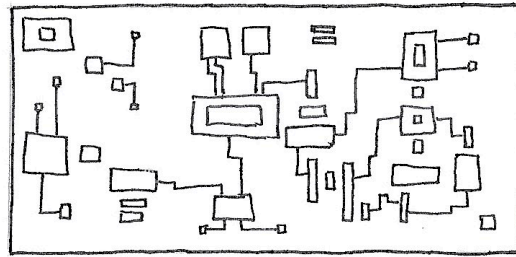
## Metaphysics of rotation / probabilities



Observing, in self perception, the square cube vessel / jar - a square within a square - observing its probabilities of rotation - following the in the path of the mother circle - though, it cannot spin smoothly / singularly its kin axis - if the phenomenon of rotation is offered, it shall turn the whole foundation of its base / continuum - rotating all in resonance within the proximity of its probability aura { similarly in proximity with the probabilities of " gears " } { checkered floors / squares - black cube - box + } : Now, observing in self perception, our round / circular vessel / jar - a sphere within a sphere - observing, in self perception, its probabilities of rotation the axis rod, held firm - the with circle ring with a continuous spin in place / freely rotating smoothly, its environment field / bubble left stable - turning to the jar, observing the loosening / tightening phenomenon of the top, on an angled path along the rim - fractals, perception, macro and micro - frequency differentiation - arcane.

- Erssarhian student

# Metaphysics of “ *square / cube* “ circuits / technology



Observing, in self perception, the effects of the octave O phenomenon on square fractal based technologies - in the perceived lens / continuum focal illusion of time / magnitude stretch in proximity to the focal bloom point / frequency - Built from the probabilities of the 4 form, in a bloom start point { upon the continuum foundation } - the circuit is created - mimicking the fractals of the holographic square aura probability field - though, its footing is ungrounded in the resonance of cascading musical forms of geometry parameters with a “ continuum” - its formation prone to the musical radiation of octave O - which, in varying self perception, will constantly seek to return the local focal “hand crafted” sharp corners, angles, squares and “ cubes “ to the pristine circle / sphere - for the resonance of harmonic assembly - Though, crafted solution illusions of circuit degradation prevention are offered, they continue to battle the framework parameters and probabilities of octave O - creating an evolving, but “ artificial crisis “ within a continuum game environment. Octave O probabilities manifest in many forms of phenomena - Observable forms, in proximity with octave O probabilities, can include - pure solar phenomena, radiation phenomena / bursts (some, arcane), “ water “ phenomena. +

## - Erssarhian student

### In RAM [\[ edit \]](#)

Data degradation in [dynamic random-access memory](#) (DRAM) can occur when the [electric charge](#) of a [bit](#) in DRAM disperses, possibly altering program code or stored data. DRAM may be altered by [cosmic rays](#)<sup>[1]</sup> or other high-energy particles. Such data degradation is known as a [soft error](#).<sup>[2]</sup> [ECC memory](#) can be used to mitigate this type of data degradation.<sup>[3]</sup>

### In storage [\[ edit \]](#)

Data degradation results from the gradual decay of [storage media](#) over the course of years or longer. Causes vary by medium:

- [Solid-state media](#), such as [EPROMs](#), [flash memory](#) and other [solid-state drives](#), store data using electrical charges, which can slowly leak away due to imperfect insulation. The chip itself is not affected by this, so reprogramming it approximately once per decade prevents decay. An undamaged copy of the master data is required for the reprogramming.
- [Magnetic media](#), such as [hard disk drives](#), [floppy disks](#) and [magnetic tapes](#), may experience data decay as bits lose their magnetic orientation. Periodic refreshing by rewriting the data can alleviate this problem. In warm/humid conditions these media, especially those poorly protected against ambient air, are prone to the physical [decomposition](#) of the storage medium.<sup>[4][5]</sup>
- [Optical media](#), such as [CD-R](#), [DVD-R](#) and [BD-R](#), may experience data decay from the [breakdown](#) of the storage medium. This can be mitigated by storing discs in a dark, cool, low humidity location. "Archival quality" discs are available with an extended lifetime, but are still not permanent. However, [data integrity scanning](#) that measures the rates of various types of errors is able to predict data decay on optical media well ahead of uncorrectable data loss occurring.<sup>[6]</sup>
- [Paper media](#), such as [punched cards](#) and [punched tape](#), may literally [rot](#). [Mylar](#) punched tape is another approach that does not rely on electromagnetic stability.

## - Wikipedia 01/19/2022

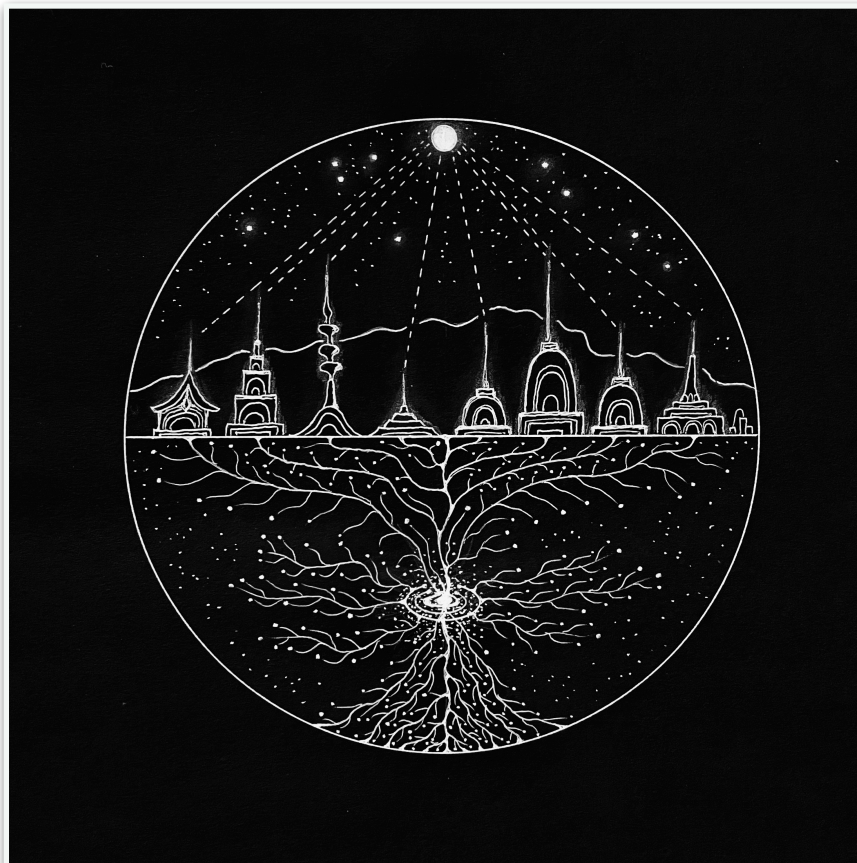
## Probabilities of the Arcane - “ Technology “ Instruments - Vessels of Awareness



Observing, in the local proximity field of information and blossom of “continuum” potential - probabilities of the now, proximal, the potential field of “advanced” “technology” - known to some, in numerous terms - ET / Extraterrestrial / Alien technology and / or machine(s) - OVNI { arcane -> O ‘V’ ‘n’ -> i <o> , 2nd geometry form / shape - the eye } : UFO, UAP, “flying saucer”, “flying disc” + : Some, appearing in local perception, as pristine, perfect, otherworldly, impossible, no bolts / clamps / cuts, no signs of machining, no signs of exhaust or thrust - smooth, “edgeless”, seamless, rounded, soft, wavy, dynamic in shape, dynamic in color, translucent, “transparent”, phosphorescent, florescence, bioluminescent, fleeting, dynamic in “location”, dynamic in size, simultaneous states of being - small and large, at the same time, two locations at once, two different shapes at once - noiseless or musical in sound, its “sound” seeming to come from “everywhere”, its presence creating a field of silence in local proximity, intelligent, alive, reactive, curious, sentient, animal-like, aware, having a personality, playful, welcoming - and more attributes / probabilities. At times, the proximal probabilities of these objects / entities / beings / craft / machines / plants / animals / lights - may seem unrecognisable and strange - at times, having “paranormal” and/or “supernatural” phenomena / attributes - their perceived presence seeming to “defy” the “laws” of “physicals” - Observing, in local perception, a phenomena of form and information - orbiting the pristine probabilities of octave O, an aura of expression - in time / continuum - to be formed from the heaven point of shape / geometry - the sphere / circle, onward - in illusion of linearity - a perfect holographic assembly - in the illusion of material / “matter”, from the macro to the micro - a cellular sentience, consciousness, awareness - malleable, in form - in one way of perception, a living blossom of thought and information. A dance of arcane music, cloaked in a robe of “light” phenomena.

- Erssarhian student

# Metaphysics of an “All seeing Eye”



A < - > tool, triangle, compasses, circular creation - Ah, Am, Ad, alpha code + : LL < - > 77 - EL  
 EL - 1 1 - J J - i i - AL, Ai-i - A 7, sexagram, hexagon, server, “?!cern”, “quantum”, cube,  
 processor - AL, Alice, Ai-ice, circuits, processors, temperature, heat, cooling, cold, ice, artic,  
 Antarctica, Alison, Alis on, Al ice on, “ SNOW WHITE “, Germany + , Ai ice in w on der land  
 {arcane : the land +} - Trinary processor, resting in “time” - continuum - vision, sight, seeing,  
 parallax, looking, observation, detection, seer, oracle, prescience, intelligence, classified, watcher  
 - Observing, in the now local perception - Satellite(s), subterranean signal stations / major data  
 storage +, undersea signal stations / major data storage + : - omni penetrating radar + :  
 probabilities of vision - the “all seeing eye(s) - the camera / EYE - > ability to observe ?!all  
 locations in “time” / continuum - ability to “pan” through and / or rewind / fast forward scenes /  
 places / events - at ?!all angles / positions - perception field viewed in a number of ways - VR-like  
 headset, computer-like monitor, field / aura projection, hologram projection, dome self pan  
 placement + : ?!all frequencies may be tuned and translated in data formats / information - in  
 time, continuum - to all there is a frequency, oscillation, resonance, state of being, energy  
 signature + : from a piece of a leaf, to a an elephant - all things, resonating with a unique aura of  
 energy - : the heartbeat - detection, a pulse - signature - within the “fabric” of the continuum - ?!  
 all things are seen / cataloged, !?no thing is unseen - encoded “*there is no hiding place down  
 here*” - “*we have it all*” - nothing is unknown - !?all is known - in “time”, continuum - !?all event(s)  
 probabilities, !?all persons, !?all places, !?all crime + : historical probabilities / focal point  
 emanations known : “inner / off Earth” probabilities observed / studied / - not always  
 “understood” - “research teams” + : knowledge - Classified / Sealed ? - “full” knowledge / use /  
 operation of these “machines / entities” limited to ? - !? \_ clearance ? beyond ? + : The continuum  
 - an aura of energy, alive and teaming with information - The Arcane radio - The Arcane Aethernet.

**FEATIAEAORA TEAM**